AGE OF FANTASY: ARENA v2.1

Introduction

Age of Fantasy: Arena is a hex-combat game set in a dark magical world, which is played using 28mm miniatures.

The game mechanics are designed to be easy to learn but hard to master, bringing engaging fantasy battles for new and experienced players alike.

This rulebook contains all of the rules you need to play the game, with plenty of diagrams and examples.

About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

Thank you for playing!

Contents

GENERAL PRINCIPLES

The Most Important Rule

When playing a complex game there are going to be occasions where a situation is not covered by the rules, or a rule does not seem quite right. When that is the case use common sense and personal preference to resolve the situation.

If you and your opponent cannot agree on how to solve a situation, use the following method in the interest of time.

Roll one die, on a result of 1-3 player A decides, and on a result of 4-6 player B decides. This decision then applies for the rest of the match, and once the game is over you can continue to discuss the finer details of the rules.

Scale Conventions

This game was written to be played with 28mm heroic-scale miniatures in mind, which are mounted on round bases.

These bases come in various sizes, and we recommend you always mount miniatures on the bases they come with.

Note that overall the base size that you use doesn't matter as long as you keep base sizes consistent across all models, and that they can reasonably fit within a single hex.

Dice

To play the game you are going to need some six-sided dice, which we will refer to as D6. Although the game can be played with a single die, we recommend having 2-3 dice around just to keep things moving fast.

Sometimes the rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so just apply the following explanations to all type of weird dice you come across.

- **D3:** To use these dice simply roll a D6 and halve the result, rounding up.
- **2D6**: To use these dice simply roll two D6 and sum the results of both dice.
- **D6+1**: To use these dice simply roll a D6 and add 1 to the result.

Re-Rolls

Whenever a rule tells you to re-roll a dice result, simply pick up the number of dice you have to re-roll and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many rules apply to it.

Roll-Offs

Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Model Stats

Models come with a variety of statistics that define who they are and what they can do.

1. Name
2. Warband
3. Hero
4. Move/Rush Speed
5. Evasion
6. Toughness
7. Stamina
8. Health
9. Name - Special Rules
10. Range
11. Accuracy
12. Strength
13. Damage
14. Critical Effects
15. Special Rules
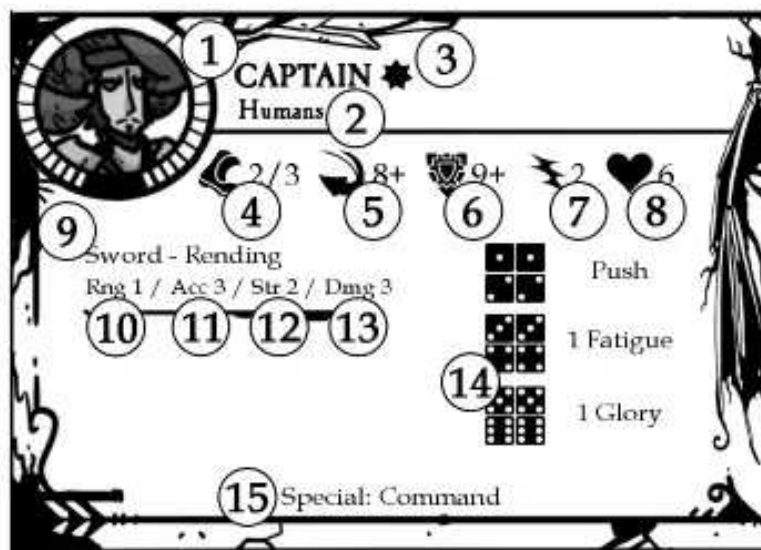
Measuring Distances

When measuring distances simply count each hex from the attacker to the target (does not need to be in a straight line), starting to count from an adjacent hex.
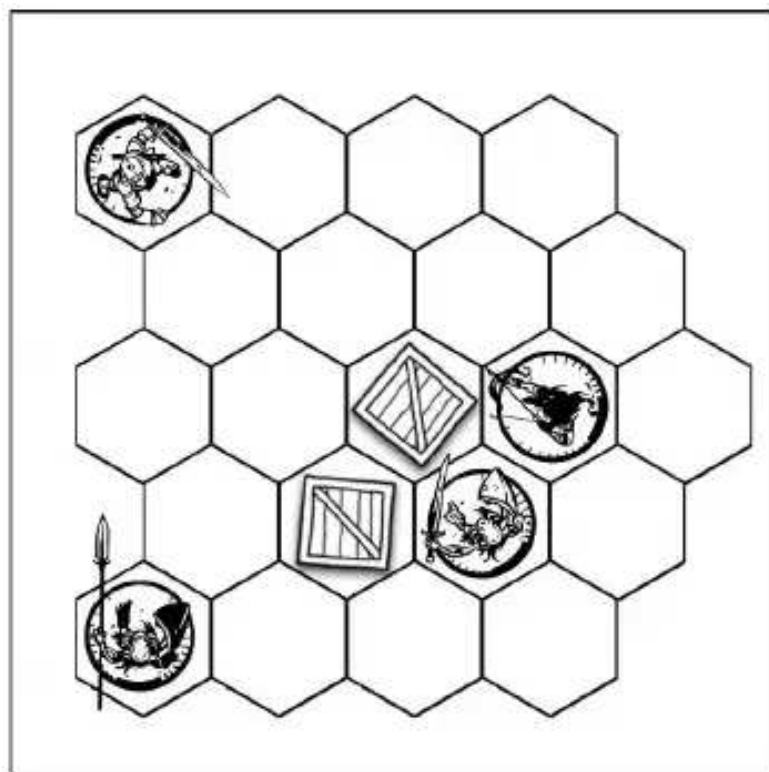
Note that adjacent hexes are technically within 1 hex of each other, but are usually referred to as adjacent for ease.
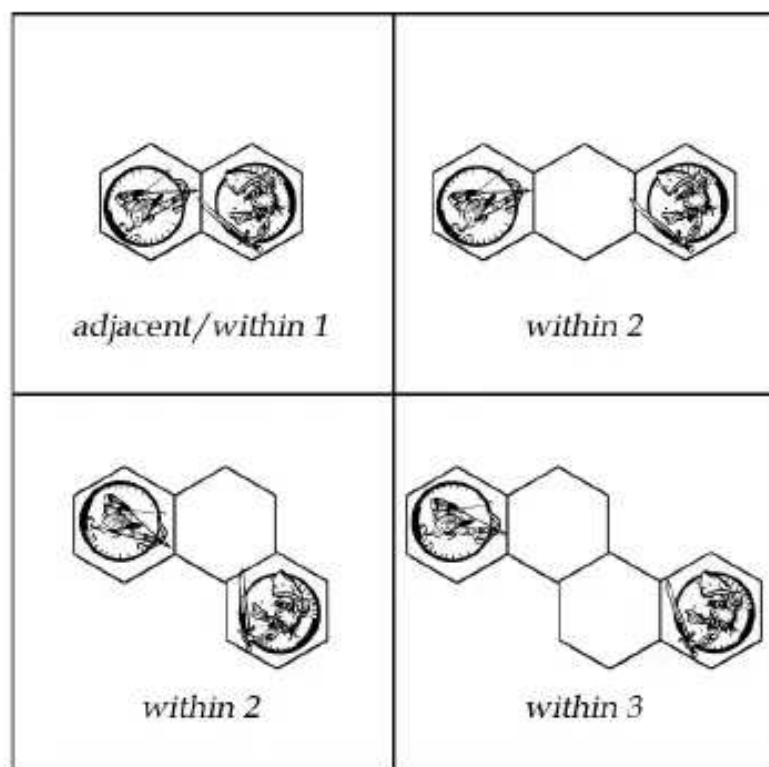
Measuring Movement

When making move actions model can move in any direction, moving from one adjacent hex to the other up to their speed.

Models can't move through occupied hexes (hexes that have other models in them) or through blocked hexes.


Example: The swordsman on the top left has a speed of 3, so it is able to move adjacent to the spearman at the bottom left, and the archer to the right, however it is unable to move adjacent the swordsman, as its movement path is blocked by the crates.

Line of Sight

Unless stated otherwise, models can see in all directions, regardless of where the miniature is actually facing.

To determine if a model has line of sight to another model, simply draw a straight line from the center of the attacker's hex to the center of the target hex, and if the line doesn't pass through any blocked or occupied hexes (friendly or enemy), then it has line of sight.

Note that if the line passes only through the border of a blocked or occupied hex, then it doesn't count as obstructed.
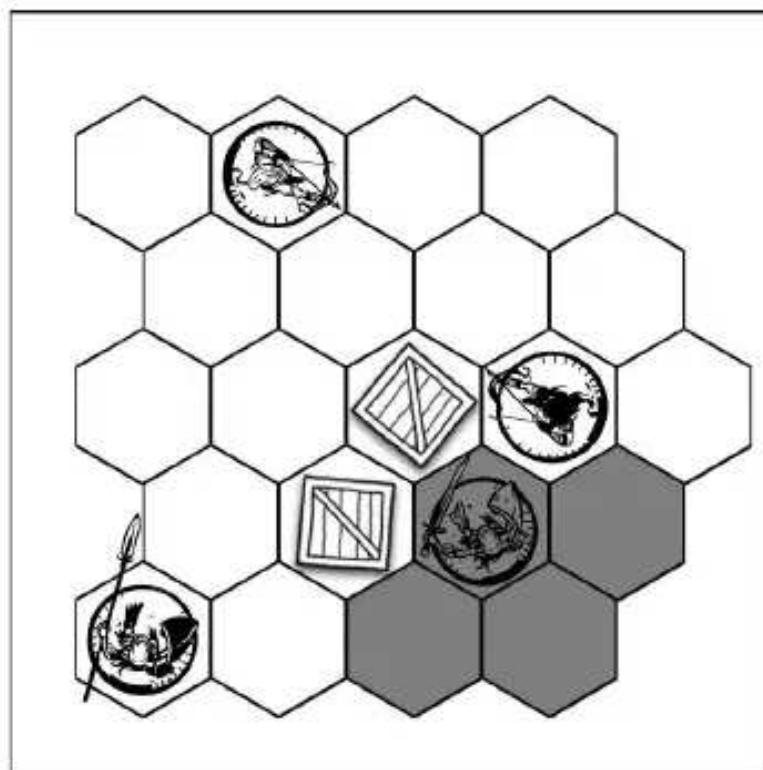
Example: The archer at the top is able to see the spearman at the bottom left, and the archer to the right, however is unable to see any of the greyed out hexes (including the swordsman).

Hex Types

Here are some examples of different hex types that you can find in the game with their respective symbols/terrain.
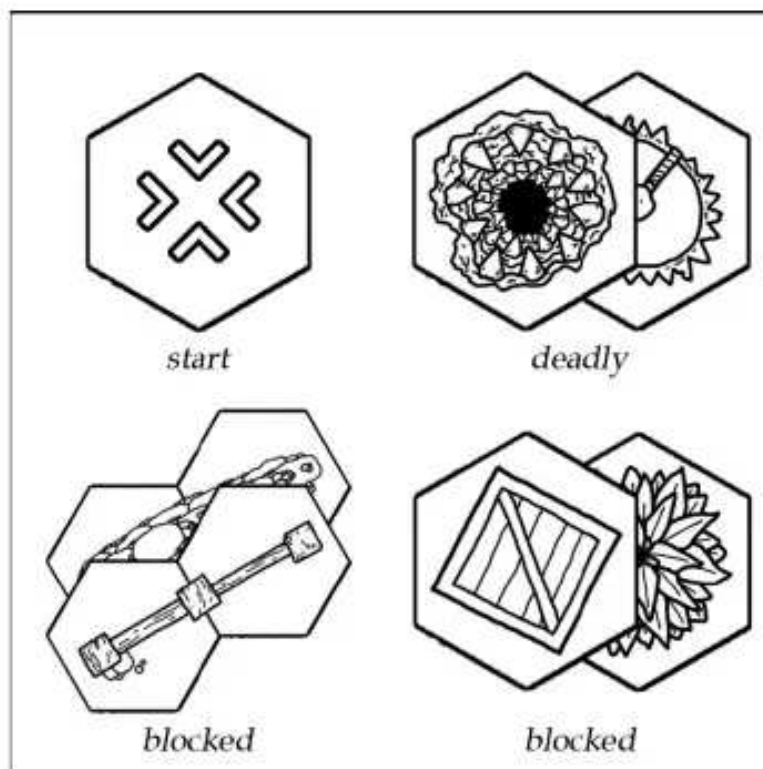
PREPARATION

Preparing the Warbands

Before the game begins the players must pick one warband with all its models, following the warband composition card that is provided with the warband.
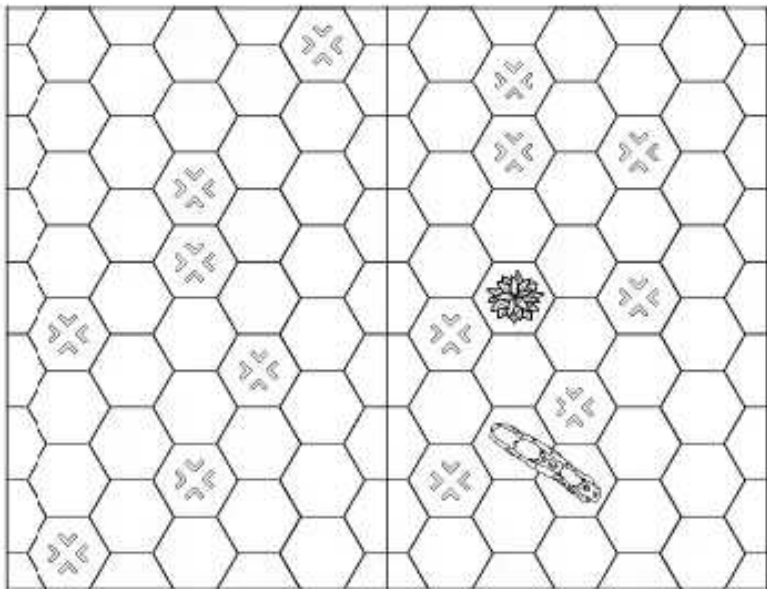
Initiative Player

Once the warbands are ready, players must roll-off, and the winner becomes the initiative player.

The initiative player will get to pick hex boards first, place traps first, place the first objective, deploy first and start first.

Preparing the Arena

The initiative player picks any hex board and places it on the table with either long edge toward himself, and the opponent then picks any hex board and places it with either long edge lined up corner to corner with it.

Placing Traps

Starting with the initiative player, the players then alternate in placing one deadly hex marker each.

The markers must be placed on complete hexes that are not starting or blocked hexes.

Placing Objective Markers

Starting with the initiative player, the players then alternate in placing a total of three objective markers.

The markers must be placed on complete hexes that are not starting, blocked, deadly or edge hex, and may not be within two hexes of any other objective marker.
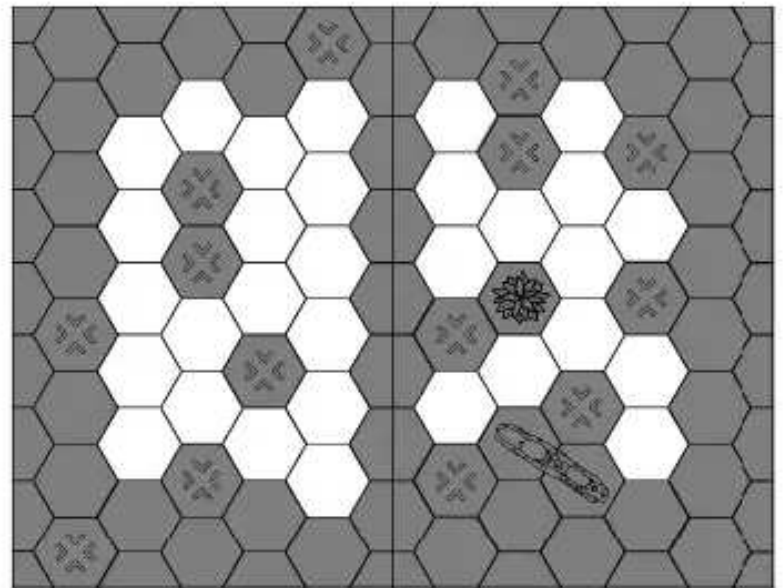
Example: Objectives can't be placed on greyed out hexes.

Priority Objectives

Each player rolls a D3 in order to determine one random objective to be the priority for their warband.

If during their next rest turn one of their models is standing on that objective, then it counts as being seized.

Deploying Warbands

Starting with the initiative player, the players alternate in placing one model each on a starting hex within their own hex board, until all models have been placed.

Starting Glory

Finally, each player gets 3 glory before the game begins.

Winning the Game

The game ends when either warband reaches a total of 6 VP scored during their rest turn, winning the game.

PLAYING THE GAME

Turns & Activations

The game is structured into alternating player turns and model activations. Here is the breakdown of what these mean:

- **Turns:** Each turn is made up of a single activation, unless it is a rest turn (see rest turn section).
- **Activations:** Each activation is made up of one or more model actions.

Game Structure

After both players have deployed their warbands the game starts with the initiative player taking their first turn and activation to kick off the game.

During his turn the player first removes one fatigue from a non-exhausted model, and then picks another friendly model with no fatigue on it and activates it.

That model the performs one or more actions, and once he is done, his turn ends and the opposing player's turn begins.

This continues until all models on either player's warband have fatigue tokens on them, at which point the player may choose to play a rest turn instead.

During their rest turn, the players remove fatigue, score victory points, and use warband strategies. If a warband reaches a total of 6 VP during their rest turn, then they win.

ACTIVATIONS

Activating Models

First the player may remove one fatigue marker from one friendly model that is not exhausted.

Then they pick one other model that has no fatigue markers, and it may take as many actions as the player wants.

Here are all actions and what they allow a model to do:

- **Move:** The model may move in any direction by up to its move speed value. Models may only take move actions once per activation.
- **Rush:** The model takes one fatigue and may move in any direction by up to its rush speed value. Models may only take rush actions once per activation.
- **Attack:** The model takes one fatigue and may use one of its weapons to attack an enemy model. Models may take attack actions any number of times.
- **Power:** The model takes two fatigue in order to make an attack action boosted with extra dice. Models may take power actions any number of times.
- **Guard:** The model takes two fatigue in order to gain a defensive bonus. Models may only take guard actions once per activation.

Once a model has taken as much fatigue as its stamina value, then it is exhausted and may not be activated.

Note that you may never take an action that would cause a model to take fatigue beyond its stamina value.

Move / Rush Actions

Models that take a move / rush action may move by up to as many hexes as their move / rush speed value in any direction, but cannot move through blocked hexes or hexes occupied by other models, and they may not end their movement on the same hex that they started their move from.

If the model enters a deadly hex when moving or being pushed, then it immediately takes 2 damage.

Guard Actions

Models that take guard actions count as having +2 evasion, and they remain on guard until they take another action.

Attack / Power Actions

Models that take attack actions may pick one of their weapons and attack an enemy model in range and line of sight, but only melee weapons may be used to attack adjacent models.

The attacker rolls 2D6, adds its accuracy value, and compares it to the target's evasion. If the result is equal or higher, then the target has been hit.

Then the attacker rolls 2D6, adds its strength value, and compares it to the target's toughness. If the result is equal or higher, then the target takes damage, and if it takes as much damage as its health value, then it is killed.

Models using power actions follow the same rules as attacks, but they add +1 die to their hit and damage rolls as a bonus.

When rolling to hit or damage, if the result had any doubles, then you may use one of the model's critical effects that is equal or lower in value as the doubles result.

If the attacker uses a push critical effect against an adjacent target, then the target may be pushed 1 hex directly away in a straight line, and if it's impossible, then the target stays in place and takes 1 fatigue. If the target was adjacent to the attacker, then the pushing model may immediately be placed on the target's original hex.

pushed 1 hex

can't be pushed, takes 1 fatigue
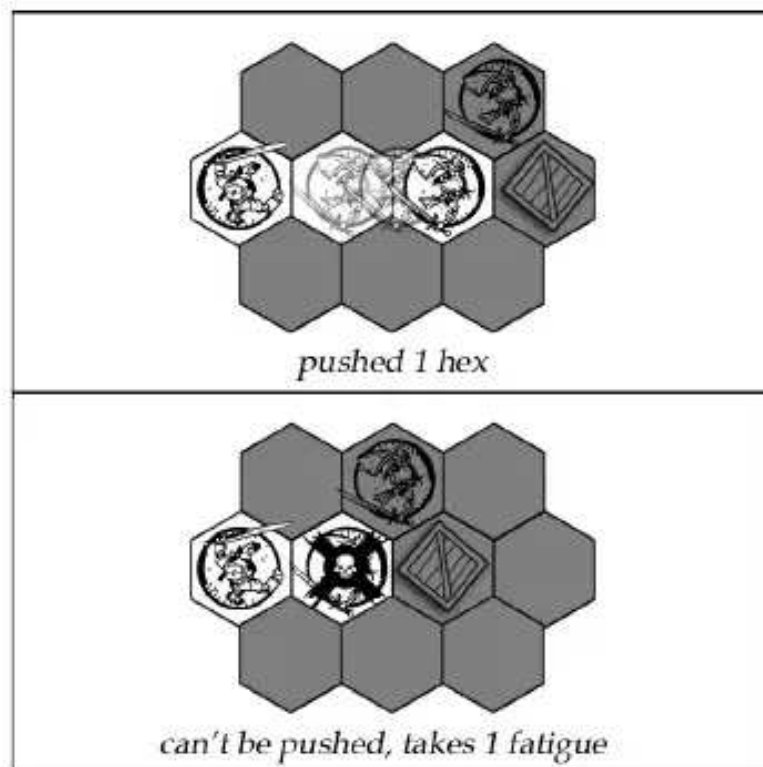
Example: The greyed out hexes are invalid push positions, so in the bottom example the skeleton takes 1 fatigue as it can't be pushed.

REST TURNS & GLORY

Playing Rest Turns

If all of a warband's models have fatigue tokens on them, they may play a rest turn. Rest turns are divided in three phases, which must be taken in order:

1. Remove Fatigue
2. Score Victory Points
3. Use Strategies

Note that models may not be activated during a rest turn, unless the warband only has one model left.

Remove Fatigue

The player removes 1 fatigue from each model, even from models that are exhausted.

Score Victory Points

The player scores victory points from kills, priority objectives and from their warband objectives:

- **Scoring Kills:** The warband scores 1 VP if you killed one or more enemy models since your last rest turn, plus 1 VP if you killed the enemy hero.
- **Scoring Priority:** The warband scores 1 VP or may gain 2 glory if a friendly model seized their priority objective. Then roll a D3 to get a new objective, and re-roll if the same objective is rolled again.
- **Scoring Warband Objectives:** The warband scores VP following the rules on their warband sheet.

Warband Objectives

Here is an overview of all the elements on the objectives:

1. Name
2. Warband
3. Scoring Rules
4. Victory Points
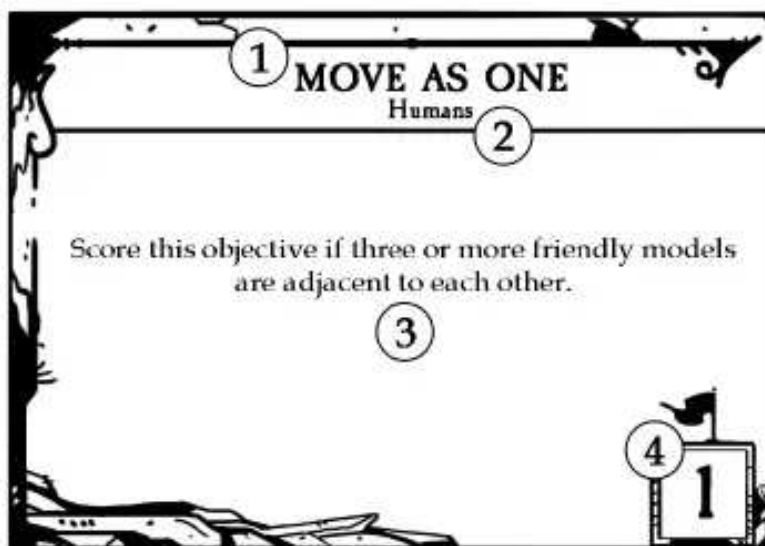
Use Strategies

The player may spend glory points in order to use warband strategies, as well as any of the following strategies:

- **Regroup:** Spend 1 glory for one model to make a move action (only one use per model).
- **Recover:** Spend 1 glory to remove 1 fatigue from one of your models (unlimited uses per model).

Warband Strategies

Here is an overview of all the elements on the strategies:

1. Glory Cost
2. Name
3. Warband
4. Strategy Rules

Glory Points

The first time that a model takes damage which brings it down to half of its health value or lower, as well as once it's killed, its warband gains 1 glory.

Glory points may be spent to use warband strategies during a rest turn, or may be used to boost attacks during a normal turn, adding +1 die to their hit and/or damage roll for each glory point that they spent.

SPECIAL RULES

Rules Priority

Some models have one or more special rules that affect the way they behave and that sometimes go against the standard rules.

Whenever you come across one of these situations the special rule always takes precedence over the standard rules.

Unless specified otherwise multiple instances of the same special rule are not cumulative, however different special rules that have the same effect are cumulative.

Ambush

Models with this rule may be kept in reserve instead of deploying at the start of the game. As an action, they may take 1 fatigue to be placed on any starting hex that isn't occupied.

Blast

When attacking with this weapon, if the target is hit, then all adjacent models (friendly or enemy) take one hit.

Note that you must resolve each hit separately.

Bolster

As an action, models with this rule may spend 1 glory to remove 1 fatigue from all adjacent friendly models.

Burst

When attacking with this weapon, all adjacent models are targeted (friendly or enemy).

Note that you must resolve each attack separately.

Command

As an action, models with this rule may take 1 fatigue in order for another friendly model within 5 hexes to make one action, taking 1 fatigue less than they normally would for that action.

Ensnare

Enemy models adjacent to models with this rule must take 1 fatigue in order to move.

Fear

As an action, models with this rule may take 1 fatigue to push all adjacent enemies, but may not move in their place.

Fearless

Models with this rule can't be pushed.

Flying

Models with this rule may move through other models and obstacles (but may not end their move standing on them), and they don't take any damage when entering deadly hexes.

Furious

Once per activation, models with this rule may use one attack action with a range 1 weapon without taking fatigue, after moving to a target they were not adjacent to.

Heal

As an action, models with this special rule may spend 1 glory to remove 2 damage from one adjacent friendly model.

Impact

When models with this rule attack after moving to a target they were not adjacent to, they may push them before rolling to hit.

Inspire

As an action, models with this rule may spend 1 glory and all adjacent friendly models may move by 1 hex.

SPECIAL RULES

Knockback

When pushing enemy models with this weapon they may be moved 1 extra hex.

Poison

If the target is hit you may place a poison marker on it. Poisoned models must roll one die for each marker on them when activated. For each 1-3 they take 1 damage, and for each 4+ one of the markers is removed.

Regeneration

Remove 2 damage from models with this rule at the start of your rest turn.

Relentless

Once per activation, models using weapons with this rule may use one attack action without taking fatigue, as long as they don't move during this activation (before or after attacking).

Rending

When attacking with this weapon, if you roll doubles to hit, then the target takes 1 damage.

Revive

As an action, models with this rule may take 2 fatigue and spend 2 glory in order to place one friendly non-hero model that was killed previously on any unoccupied starting hex on the friendly hex board.

Scout

When models with this rule are deployed, they may be moved immediately by up to 2 hexes, but may not end their move on any starting hex.

Shift

Models with this rule may move by 1 hex in any direction after completing their attacks.

Strider

Models with this rule may freely move through other models and obstacles (but may not end their move standing on them).

AGE OF FANTASY: ARENA v2.1

General Principles

The most important rule: Whenever the rules are unclear use common sense and personal preference. Have fun!

Preparation

The Warbands: Each player picks one warband and chooses models following the warband composition rules.

Initiative: The players must roll-off, and the winner has the initiative.

The Arena: The initiative player picks a hex board and places it on the table with either long edge toward himself, and the opponent then picks a hex board and places it along either long edge lined up corner to corner with it.

Traps: Starting with the initiative player, the players place one trap marker each, counting as deadly hexes, which may only be placed on complete hexes that are not starting or blocked hexes.

Objectives: Starting with the initiative player, the players alternate in placing one objective marker each, until three markers have been placed. The markers may only be placed on complete hexes that are not starting, blocked, deadly or edge hexes, and may not be within two hexes of any other objective.

Priority: Each player rolls a D3, and if during their next rest turn one of their models is standing on that objective, then it counts as having seized it.

Deployment: Starting with the initiative player, the players alternate in placing one model each on a starting hex within their own hex board.

Glory: Each warband starts with 3 glory.

Winning the Game: The first player to score 6 VP during their rest turn wins.

Playing the Game

The game is played with both players alternating in activating one model each, or by playing a rest turn if all of their models have fatigue on them.

Activation

First the player may remove one fatigue from one non-exhausted model.

Then they pick one other model that has no fatigue and it may take as many actions as the player wants:

Action	Notes
Move	Free, only one use
Rush	+1 fatigue, only one use
Attack	+1 fatigue
Power	+2 fatigue
Guard	+2 fatigue, only one use

Note that you may never take an action that would cause a model to take fatigue beyond its stamina value.

Exhaustion: Once a model has taken as much fatigue as its stamina value, then it is exhausted and may not be activated.

Move/Rush Actions

Models may move by up to as many hexes as their move/rush stat in any direction, but cannot move through blocked hexes or hexes occupied by other models, and may not end their movement on the hex they started on.

Deadly Hexes: Models take 2 damage when entering deadly hexes.

Attack / Power Actions

Models pick one of their weapons and attack one enemy model in range and line of sight, but only melee weapons may be used to attack adjacent models.

To Hit: The attacker rolls 2D6, adds its accuracy value, and compares it to the target's evasion. If the result is equal or higher, then the target is hit.

To Damage: The attacker rolls 2D6, adds its strength value, and compares it to the target's toughness. If the result is equal or higher, then the target takes damage, and if it takes as much damage as its health value, then it is killed.

Power: Models using power actions follow the same rules as attacks, but add +1 die to their hit and damage rolls.

Critical Effects: When rolling to hit or damage, if the result had any doubles, then you may use one of the model's critical effects that is equal or lower in value as the doubles result.

Pushing: Adjacent targets may be pushed 1 hex directly away in a straight line, and if it's impossible, then the target stays in place and takes 1 fatigue. If the target was adjacent to the attacker, then the pushing model may be placed on the target's original hex.

Guard Actions

Models using guard actions count as having +2 evasion, and they remain on guard until they take another action.

Rest Turns

If all of a warband's models have fatigue tokens on them, they may play a rest turn. They remove 1 fatigue from each model, then score victory points, and after may spend glory points to use warband strategies. Models may not be activated during a rest turn.

Last Stand: If a warband only has one model left, then the player may activate it even during a rest turn.

Kills: Score 1 VP if you killed one or more enemy models since your last rest turn, plus 1 VP if you killed a hero.

Priority: Score 1 VP or gain 2 glory if a friendly model has seized the objective. Then roll a D3 to get a new objective (re-roll if the same one is rolled again).

Glory Points

The first time that a model takes damage which brings it down to half of its health value or lower, as well as once it's killed, its warband gains 1 glory.

Normal Turns: Players may spend glory points to boost attacks, adding +1 die to their hit and/or damage roll for each glory points that they spend.

Rest Turns: Players may spend glory points to use warband strategies from their sheet, and all have access to these:

- **Regroup:** Spend 1 glory for one model to make a move action (only one use per model).
- **Recover:** Spend 1 glory for one model to remove 1 fatigue.

SPECIAL RULES

Ambush: This model may be kept in reserve instead of deploying at the start of the game. As an action, this model may take 1 fatigue to be placed on any starting hex that isn't occupied.

Blast: If the target is hit, all adjacent models (friendly or enemy) take one hit (resolve each hit separately).

Bolster: As an action, this model may spend 1 glory to remove 1 fatigue from all adjacent friendly models.

Burst: Targets all adjacent models (friendly or enemy) when attacking (resolve each attack separately).

Command: As an action, this model may take 1 fatigue in order for another friendly model within 5 hexes to make one action, taking 1 fatigue less than they normally would for that action.

Ensnare: Adjacent enemy models must take 1 fatigue in order to move.

Fear: As an action, this model may take 1 fatigue to push all adjacent enemies, but may not move in their place.

Fearless: This model can't be pushed.

Flying: May move through other models and obstacles (may not end its move standing on them), and doesn't take any damage from entering deadly hexes.

Furious: Once per activation this model may use one attack action with a range 1 weapon without taking fatigue, after moving to a target it was not adjacent to.

Heal: As an action, this model may spend 1 glory to remove 2 damage from one adjacent friendly model.

Impact: When attacking after moving to a target it was not adjacent to, this model may push it before rolling to hit.

Inspire: As an action, this model may spend 1 glory and all adjacent friendly models may move by 1 hex.

Knockback: When pushing enemy models they may be moved 1 extra hex.

Poison: If the target is hit you may place a poison marker on it. Poisoned models must roll one die for each marker on them when activated. For each 1-3 they take 1 damage, and for each 4+ one of the markers is removed.

Regeneration: Remove 2 damage from this model at the start of your rest turn.

Relentless: Once per activation this model may use one attack action with this weapon without taking fatigue, as long as it doesn't move during this activation (before or after attacking).

Rending: If you roll doubles to hit, the target takes 1 damage.

Revive: As an action, this model may take 2 fatigue and spend 2 glory in order to place one friendly non-hero model that was killed on any unoccupied starting hex on the friendly board.

Scout: When deployed may be moved immediately by up to 2 hexes, but may not end its move on any starting hex.

Shift: May move by 1 hex in any direction after attacking.

Strider: May move through other models and obstacles (may not end its move standing on them).

HUMANS

CAPTAIN ✸
Humans

🌙 2/3 🏹 8+ 🛡 9+ ⚡2 ❤ 6

Sword - Rending
Rng 1 / Acc 3 / Str 2 / Dmg 3

⚁⚁	Push
⚁⚂	1 Fatigue
⚂⚃	1 Glory

Special: Command

KNIGHT
Humans

🌙 3/4 🏹 8+ 🛡 8+ ⚡2 ❤ 8

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚁⚁	1 Fatigue
⚁⚂	1 Damage
⚂⚃	1 Glory

Special: Impact

SWORDSMAN
Humans

🌙 2/3 🏹 8+ 🛡 8+ ⚡2 ❤ 4

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚁⚁	Push
⚁⚂	1 Fatigue
⚂⚃	1 Damage

Special: n/a

RIFLEMAN
Humans

🌙 1/2 🏹 8+ 🛡 8+ ⚡2 ❤ 4

Rifle
Rng 3 / Acc 2 / Str 2 / Dmg 2

Dagger
Rng 1 / Acc 2 / Str 1 / Dmg 1

⚁⚀	Shift
⚁⚂	1 Fatigue
⚂⚃	1 Damage

Special: n/a

SERGEANT
Humans

🌙 2/3 🏹 8+ 🛡 8+ ⚡2 ❤ 4

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 3

⚁⚁	Push
⚁⚂	1 Fatigue
⚂⚃	1 Glory

Special: n/a

MUSICIAN
Humans

🌙 2/3 🏹 8+ 🛡 8+ ⚡2 ❤ 4

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚁⚁	Push
⚁⚂	1 Fatigue
⚂⚃	1 Glory

Special: Inspire

STANDARD BEARER
Humans

🌙 2/3 🏹 8+ 🛡 8+ ⚡2 ❤ 4

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚁⚁	Push
⚁⚂	1 Fatigue
⚂⚃	1 Glory

Special: Bolster

HUMANS
Warband Composition

The warband must have the following models:
   1 Captain (hero)
   1 Knight

The warband must have 1 of the following models:
   0-1 Sergeant
   0-1 Musician
   0-1 Standard Bearer

The warband must have 4 of the following in any combination:
   1-4 Swordsmen
   0-3 Riflemen

HUMANS

ROYAL ARMORY
Humans
0

Pick one friendly model that is on a starting hex on the friendly hex board. That model gets +1 toughness until the end of the game.

May only be used once per rest turn.

BOUNDING
Humans
1

One friendly model may move by up to 4 hexes, ending its movement adjacent to a friendly model.

May only be used once per rest turn.

SHIELD UP
Humans
1

Remove all fatigue from one friendly model and it may take a guard action without taking any fatigue.

HEAVY STRIKE
Humans
1

Pick one friendly model, which deals +1 damage next times it makes a power action.

SUPPORTING RANKS
Humans
2

Pick two friendly models that are adjacent to the same enemy model. Both models may make an attack action against it without taking any fatigue.

May only be used once per rest turn.

MOVE AS ONE
Humans

Score this objective if three or more friendly models are adjacent to each other.

1

TOTAL CONTROL
Humans

Score this objective if there are friendly models standing on all objectives on the board.

May only be used once per game.

2

TYRANT SLAYER
Humans

Score this objective if a friendly model killed an enemy model with a health value of 8 or higher since your last rest turn.

May only be used once per game.

2

VAMPIRIC UNDEAD

LORD ✦
Vampiric Undead

🌙 2/3 🏹 9+ 🛡 9+ ⚡ 2 ♥ 8

Sword
Rng 1 / Acc 3 / Str 3 / Dmg 2

⚃	1 Fatigue
⚃	1 Damage
⚅	1 Glory

Special: Command, Revive

CHAMPION
Vampiric Undead

🌙 2/3 🏹 8+ 🛡 9+ ⚡ 3 ♥ 6

Greatsword - Rending
Rng 1 / Acc 3 / Str 3 / Dmg 2

⚃	Push
⚄	1 Damage
⚅	1 Glory

Special: n/a

GHOST SWARM
Vampiric Undead

🌙 2/3 🏹 10+ 🛡 7+ ⚡ 2 ♥ 6

Swarm Attack - Burst
Rng 1 / Acc 3 / Str 3 / Dmg 2

⚄	Push
⚄	1 Fatigue
⚅	1 Damage

Special: Flying

SPEARMAN
Vampiric Undead

🌙 2/3 🏹 8+ 🛡 8+ ⚡ 2 ♥ 2

Spear - Knockback
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚃	Push
⚄	Push
⚅	2 Damage

Special: n/a

GHOUL
Vampiric Undead

🌙 2/3 🏹 9+ 🛡 7+ ⚡ 2 ♥ 2

Claws - Poison
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚄	1 Fatigue
⚄	1 Fatigue
⚅	2 Fatigue

Special: n/a

VAMPIRIC UNDEAD
Warband Composition

The warband must have the following models:
    1 Lord (hero)

The warband must have 2 of the following in any combination:
    0-2 Champions
    0-2 Ghost Swarms

The warband must have 4 of the following in any combination:
    0-4 Spearmen
    0-4 Ghouls

VAMPIRIC UNDEAD

0 — RESTLESS DEAD
Vampiric Undead

Pick one friendly model that was revived since your last rest turn. That model deals +1 damage until the end of the game.

May only be used once per rest turn.

1 — TERROR
Vampiric Undead

Pick one enemy model that is adjacent to two or more friendly models. That model takes 2 fatigue.

May only be used once per rest turn.

1 — DEADLY GRASP
Vampiric Undead

Pick one enemy model, which gets -1 speed for each friendly model that is dead until your next rest turn.

May only be used once per rest turn.

1 — UNDEAD LIMBS
Vampiric Undead

Pick one enemy model, and until your next rest turn all friendly models attacking it get +1 accuracy and +1 strength for each friendly model that is dead.

May only be used once per rest turn.

2 — SKELETAL HORDE
Vampiric Undead

Pick one friendly model that was killed and place it on any unoccupied starting hex on the friendly board.

May only be used once per rest turn.

LORD OF THE DEAD
Vampiric Undead

Score this objective if your hero has killed an enemy model since your last rest turn.

1

UNDEAD MARCH
Vampiric Undead

Score this objective if all friendly models have used a rush action since your last rest turn.

May only be used once per game.

2

UNRELENTING DEAD
Vampiric Undead

Score this objective if three or more friendly models have been revived since the start of the game.

May only be used once per game.

2

MUMMIFIED UNDEAD

QUEEN ✹
Mummified Undead

🌙 2/3 ⟩ 8+ 🛡 8+ ⚡ 2 ♥ 8

Storm of Skulls - Blast
Rng 2 / Acc 2 / Str 2 / Dmg 1

⚃⚄	Poison
⚄⚄	1 Fatigue
⚅⚅	1 Glory

Magic Staff
Rng 1 / Acc 2 / Str 1 / Dmg 1

Special: Ensnare, Revive

GUARDIAN STATUE
Mummified Undead

🌙 2/3 ⟩ 7+ 🛡 10+ ⚡ 2 ♥ 10

Glaive - Knockback, Rending
Rng 1 / Acc 2 / Str 3 / Dmg 2

⚃⚄	Push
⚄⚄	1 Damage
⚅⚅	1 Glory

Special: n/a

SWORDSMAN
Mummified Undead

🌙 2/3 ⟩ 8+ 🛡 8+ ⚡ 2 ♥ 4

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚃⚃	Push
⚄⚄	1 Fatigue
⚅⚅	1 Damage

Special: n/a

ARCHER
Mummified Undead

🌙 2/3 ⟩ 8+ 🛡 8+ ⚡ 2 ♥ 4

Bow
Rng 3 / Acc 2 / Str 2 / Dmg 1

⚃⚃	Shift
⚄⚄	1 Fatigue
⚅⚅	Poison

Dagger
Rng 1 / Acc 2 / Str 1 / Dmg 1

Special: n/a

MUMMY
Mummified Undead

🌙 1/2 ⟩ 7+ 🛡 8+ ⚡ 2 ♥ 6

Claws - Poison
Rng 1 / Acc 2 / Str 2 / Dmg 2

⚃⚃	1 Fatigue
⚄⚄	1 Fatigue
⚅⚅	2 Fatigue

Special: n/a

MUMMIFIED UNDEAD
Warband Composition

The warband must have the following models:
- 1 Queen (hero)
- 1 Guardian Statue

The warband must have 4 of the following in any combination:
- 0-4 Swordsmen
- 0-4 Archers
- 0-4 Mummies

MUMMIFIED UNDEAD

0 🏅 DESERT SANDS
Mummified Undead

Pick one friendly model, which gets the Ensnare rule until the end of the game.

May only be used once per rest turn.

1 🏅 SAND TRAP
Mummified Undead

Pick one unoccupied hex that is not a starting hex or an objective, and that is adjacent to a friendly model with Ensnare. That hex counts as a deadly hex until the end of the game.

May only be used once per rest turn.

1 🏅 DUNE WINDS
Mummified Undead

Pick one friendly model adjacent to a friendly model with Ensnare. That model may make a rush action without taking fatigue.

1 🏅 CHAINS OF DUST
Mummified Undead

One friendly model may make an attack action targeting one enemy model that is adjacent to a friendly model with Ensnare, and it gets +2 accuracy and +2 strength for this attack.

2 🏅 TOMB PASSAGE
Mummified Undead

Pick one friendly model standing on a starting hex, and place it on any other unoccupied starting hex.

May only be used once per rest turn.

ENTOMBED
Mummified Undead

Score this objective if an enemy model was killed by a friendly model with Ensnare since your last rest turn.

1

QUEEN'S RULE
Mummified Undead

Score this objective if there are friendly models standing on all objectives on the board.

May only be used once per game.

2

SOON.
Mummified Undead

Score this objective if all friendly models are standing on the enemy hex board.

May only be used once per game.

2

KINGDOM OF ANGELS

TYRANT ✦
Kingdom of Angels

🌙 2/3 ⤷ 8+ 🛡 9+ ⚡ 2 ❤ 8

Great Sword
Rng 1 / Acc 1 / Str 2 / Dmg 3

⚃ Push
⚄ 1 Fatigue
⚅ 1 Glory

Special: Flying, Regeneration

PANTHER RIDER
Kingdom of Angels

🌙 3/4 ⤷ 7+ 🛡 7+ ⚡ 2 ❤ 6

Spear
Rng 1 / Acc 2 / Str 2 / Dmg 2

⚃ Push
⚄ 1 Fatigue
⚅ 1 Glory

Special: Impact, Regeneration

SWORDSMAN
Kingdom of Angels

🌙 2/3 ⤷ 7+ 🛡 9+ ⚡ 2 ❤ 6

Sword
Rng 1 / Acc 2 / Str 2 / Dmg 2

⚃ Push
⚄ 1 Fatigue
⚅ 1 Glory

Special: Regeneration

CROSSBOWMAN
Kingdom of Angels

🌙 2/3 ⤷ 7+ 🛡 7+ ⚡ 2 ❤ 6

Crossbow
Rng 3 / Acc 2 / Str 2 / Dmg 2

⚃ Shift
⚄ 1 Fatigue

Dagger
Rng 1 / Acc 2 / Str 1 / Dmg 1

⚅ 1 Glory

Special: Regeneration

KINGDOM OF ANGELS
Warband Composition

The warband must have the following models:
   1 Tyrant (hero)
   1 Panther Rider

The warband must have 2 of the following in any combination:
   0-2 Swordsmen
   0-2 Crossbowmen

KINGDOM OF ANGELS

0 ⚜ ANGELIC BLESSING
Kingdom of Angels

Pick one friendly model that is standing on the enemy hex board. That model gets +1 strength until the end of the game.

May only be used once per rest turn.

1 ⚜ COORDINATED ADVANCE
Kingdom of Angels

Pick two friendly models that are adjacent to each other and move them by up to 2 hexes each, ending their movement adjacent to each other.

May only be used once per rest turn.

1 ⚜ STAND FIRM
Kingdom of Angels

Pick one friendly model that is standing on an objective. That model counts as having the fearless rule as long as it doesn't move off that objective.

1 ⚜ WAR CRY
Kingdom of Angels

Pick one friendly model. That model may push one adjacent enemy model.

2 ⚜ HEAVENLY BOLT
Kingdom of Angels

Pick one enemy model within 3 hexes of your hero. That model takes 2 damage.

May only be used once per rest turn.

ANGELIC PROTECTION
Kingdom of Angels

Score this objective if you removed four or more damage with regeneration during this rest turn.

1

OBJECTIVE DENIED
Kingdom of Angels

Score this objective if a friendly model killed an enemy model that was standing on an objective since your last rest turn.

May only be used once per game. **2**

DIVINE INVASION
Kingdom of Angels

Score this objective if all friendly models are standing on starting hexes on the enemy hex board.

May only be used once per game. **2**

SAURIANS

GECKO PRIEST ✦
Saurians

🌙 3/4　➴ 8+　🛡 6+　⚡ 3　♥ 6

Spawn Snakes - Poison
Rng 2 / Acc 3 / Str 3 / Dmg 1

⚁ Push

Magic Staff
Rng 1 / Acc 2 / Str 1 / Dmg 1

⚃ Shift

⚅ 1 Glory

Special: Heal, Strider

WARRIOR
Saurians

🌙 2/3　➴ 7+　🛡 8+　⚡ 2　♥ 6

Club
Rng 1 / Acc 2 / Str 3 / Dmg 2

⚁ Push

⚃ Push

⚅ 2 Damage

Special: Fearless

GECKO
Saurians

🌙 3/4　➴ 8+　🛡 6+　⚡ 3　♥ 4

Javelin
Rng 2 / Acc 3 / Str 2 / Dmg 1

⚁ Shift

Hand Weapon
Rng 1 / Acc 2 / Str 2 / Dmg 1

⚃ 1 Fatigue

⚅ Poison

Special: Strider

GATOR
Saurians

🌙 2/3　➴ 8+　🛡 10+　⚡ 2　♥ 10

Great Weapon
Rng 1 / Acc 3 / Str 3 / Dmg 3

⚁ Push

⚃ Push

⚅ 2 Glory

Special: Fearless

SAURIANS
Warband Composition

The warband must have the following models:
- 1 Gecko Priest (hero)
- 1 Warrior

The warband must either have 1 Gator model or 4 Gecko models.

SAURIANS

0 — LIFE SURGE
Saurians

Pick one friendly model that was healed since your last rest turn. That model gets +1 speed until the end of the game, or if it's a gecko it gets +2 health until the end of the game.

May only be used once per rest turn.

1 — JUNGLE BOND
Saurians

Pick two friendly models that are adjacent to each other and move them by up to 2 hexes each, ending their movement adjacent to each other.

May only be used once per rest turn.

1 — TEMPLE GUARD
Saurians

Remove all fatigue from one friendly model, and it may make a guard action without taking any fatigue.

1 — PREDATOR STRIKE
Saurians

Pick one friendly model, which deals +1 damage next time it makes a power action.

2 — TANGLE VINES
Saurians

Pick one objective marker within 2 hexes of your hero. That hex counts as a deadly hex until the end of game.

May only be used once per rest turn.

SPAWN POOL
Saurians

Score this objective if 2 or more damage was removed from friendly models since your last rest turn.

1

SACRED GROUND
Saurians

Score this objective if no enemy models are standing on the friendly hex board.

May only be used once per game. **2**

ANCIENT DEFENDERS
Saurians

Score this objective if no enemy models are standing on any of the objectives.

May only be used once per game. **2**

ORCS

BOSS ✸
Orcs

🌙 2/3   🏹 9+   🛡 9+   ⚡ 2   ❤ 10

Great Axe - Rending
Rng 1 / Acc 3 / Str 3 / Dmg 2

⚂⚃	1 Damage
⚄⚅	1 Damage
⚅⚅	2 Glory

Special: Furious

SHAMAN ✸
Orcs

🌙 2/3   🏹 8+   🛡 8+   ⚡ 2   ❤ 8

Godly Fists - Blast
Rng 2 / Acc 3 / Str 3 / Dmg 1

Magic Staff
Rng 1 / Acc 2 / Str 2 / Dmg 1

⚁⚂	Shift
⚃⚄	1 Fatigue
⚅⚅	Poison

Special: Bolster, Furious, Heal

WARRIOR
Orcs

🌙 2/3   🏹 8+   🛡 8+   ⚡ 2   ❤ 6

Axe
Rng 1 / Acc 2 / Str 2 / Dmg 2

⚃⚃	Push
⚄⚄	1 Fatigue
⚅⚅	1 Damage

Special: Furious

ARCHER
Orcs

🌙 2/3   🏹 8+   🛡 7+   ⚡ 2   ❤ 6

Bow
Rng 3 / Acc 1 / Str 2 / Dmg 1

Dagger
Rng 1 / Acc 2 / Str 2 / Dmg 1

⚁⚂	Shift
⚃⚄	1 Fatigue
⚅⚅	1 Damage

Special: Furious

BRUTE
Orcs

🌙 2/3   🏹 8+   🛡 10+   ⚡ 2   ❤ 6

Axe & Mace - Rending
Rng 1 / Acc 2 / Str 2 / Dmg 2

⚂⚃	Push
⚄⚅	Push
⚅⚅	2 Damage

Special: Furious

ORCS
Warband Composition

The warband must have 1 of the following models:
- 0-1 Boss (hero)
- 0-1 Shaman (hero)

The warband must either have 2 Brute models, or 3 of the following models in any combination:
- 1-3 Warriors
- 0-2 Archers

ORCS

0 ✪ FRENZY
Orcs

One friendly model may make an attack action with a range 1 weapon, and if it rolls doubles it may make another attack action against the same target without taking any fatigue.

May only be used once per rest turn.

1 ✪ PIN DOWN
Orcs

Pick one friendly model that is adjacent to an enemy model. That model gets the ensnare rule as long as it doesn't move.

May only be used once per rest turn.

1 ✪ SWING ATTACK
Orcs

One friendly model may make an attack action with a range 1 weapon, and if it rolls doubles another adjacent enemy model takes 1 damage.

May only be used once per rest turn.

1 ✪ BERSERK STRIKE
Orcs

One friendly model may make an attack action with a range 1 weapon, and if it rolls doubles then it deals +2 damage for this attack.

May only be used once per rest turn.

2 ✪ FIGHTING SPIRIT
Orcs

Move up to two friendly models by 3 hexes each, ending their move adjacent to enemy models.

May only be used once per rest turn.

DECAPITATE
Orcs

Score this objective if since your last rest turn a friendly model killed an enemy after rolling doubles.

1

TRIUMPH
Orcs

Score this objective if there are friendly models standing on all objectives on the enemy hex board.

May only be used once per game.

2

PROPER BRAWL
Orcs

Score this objective if over half of the models in the enemy warband have been killed.

May only be used once per game.

2

SKY-CITY DWARVES

ADMIRAL ✤
Sky-City Dwarves

🌊 1/2 ➷ 9+ 🛡 7+ ⚡ 2 ♥ 8

Chem-Rifle - Blast
Rng 2 / Acc 2 / Str 2 / Dmg 2

Hook
Rng 1 / Acc 2 / Str 1 / Dmg 1

⚂⚂	Poison
⚃⚃	Poison
⚅⚅	2 Damage

Special: Command, Furious

SCABBY PETE ✤
Sky-City Dwarves

🌊 2/3 ➷ 9+ 🛡 7+ ⚡ 2 ♥ 8

Double Hooks - Burst
Rng 1 / Acc 3 / Str 2 / Dmg 1

⚁⚁	Push
⚃⚃	Push
⚅⚅	2 Fatigue

Special: Ensnare, Furious, Scout

CREWMAN
Sky-City Dwarves

🌊 1/2 ➷ 9+ 🛡 7+ ⚡ 2 ♥ 6

Cutlass
Rng 1 / Acc 3 / Str 2 / Dmg 2

⚁⚁	Push
⚃⚃	1 Fatigue
⚅⚅	1 Glory

Special: Furious

GUNNER
Sky-City Dwarves

🌊 1/2 ➷ 9+ 🛡 7+ ⚡ 2 ♥ 6

Sky-Rifle
Rng 3 / Acc 1 / Str 2 / Dmg 2

Knife
Rng 1 / Acc 2 / Str 1 / Dmg 1

⚁⚁	Shift
⚃⚃	1 Fatigue
⚅⚅	1 Glory

Special: Furious

VOLLEY GUNNER
Sky-City Dwarves

🌊 1/2 ➷ 9+ 🛡 7+ ⚡ 2 ♥ 6

Volley Gun - Relentless
Rng 3 / Acc 1 / Str 2 / Dmg 2

Knife
Rng 1 / Acc 2 / Str 1 / Dmg 1

⚂⚂	1 Damage
⚃⚃	1 Damage
⚅⚅	2 Fatigue

Special: Furious

BALLOON WARDEN
Sky-City Dwarves

🌊 2/3 ➷ 8+ 🛡 7+ ⚡ 2 ♥ 6

Pike - Rending
Rng 1 / Acc 1 / Str 2 / Dmg 2

⚁⚁	Push
⚃⚃	1 Fatigue
⚅⚅	1 Damage

Special: Flying, Furious

SKY-CITY DWARVES
Warband Composition

The warband must have one of the following models:
    0-1 Admiral (hero)
    0-1 Scabby Pete (hero)

The warband must have the following models:
    1 Volley Gunner
    1 Ballooon Warden

The warband must have 2 of the following in any combination:
    0-2 Crewmen
    0-2 Gunners

SKY-CITY DWARVES

0 — PROMOTION
Sky-City Dwarves

Pick one friendly model adjacent to your hero. That model gets +2 accuracy with all weapons until the end of the game.

May only be used once per rest turn.

1 — BRACE FOR IMPACT
Sky-City Dwarves

Remove all fatigue from one friendly model and it may make a guard action without taking any fatigue.

1 — HOLD THE LINE
Sky-City Dwarves

Pick one friendly model, which gets the fearless rule until your next rest turn.

1 — BOOM-POWDER
Sky-City Dwarves

Pick one friendly model, which deals +1 damage next time it uses a power action with a range 2+ weapon.

2 — PROTECT THE BOSS
Sky-City Dwarves

Move two friendly models by up to 2 hexes each, ending their move adjacent to your hero.

May only be used once per rest turn.

HOLD THE BOOTY
Sky-City Dwarves

Score this objective if two or more friendly models are standing on an objective.

1

VETERAN CREW
Sky-City Dwarves

Score this objective if two or more friendly models that have been promoted are alive.

May only be used once per game. **2**

BY THE CODE
Sky-City Dwarves

Score this objective if you have spent no glory points since your last rest turn.

May only be used once per game. **2**

RATMEN

WARLOCK ✸
Ratmen

📖 3/4　🏹 8+　🛡 8+　⚡ 2　❤ 6

Pistol
Rng 2 / Acc 2 / Str 2 / Dmg 2

Halberd - Rending
Rng 1 / Acc 3 / Str 2 / Dmg 2

- 1 Fatigue
- 1 Damage
- 1 Glory

Special: Revive

RAT OGRE ✸
Ratmen

📖 3/4　🏹 8+　🛡 8+　⚡ 2　❤ 10

Heavy Strike - Knockback
Rng 1 / Acc 2 / Str 3 / Dmg 3

Stomp - Burst
Rng 1 / Acc 2 / Str 2 / Dmg 1

- Push
- Push
- 2 Glory

Special: Fear, Fearless, Furious

WARRIOR
Ratmen

📖 3/4　🏹 8+　🛡 8+　⚡ 2　❤ 4

Sword
Rng 1 / Acc 3 / Str 2 / Dmg 2

- Push
- 1 Fatigue
- 1 Damage

Special: n/a

SPEARMAN
Ratmen

📖 3/4　🏹 8+　🛡 8+　⚡ 2　❤ 4

Spear - Knockback
Rng 1 / Acc 3 / Str 1 / Dmg 2

- Push
- 1 Fatigue
- 1 Damage

Special: n/a

ASSASSIN
Ratmen

📖 3/4　🏹 9+　🛡 7+　⚡ 3　❤ 4

Toxin Daggers - Poison
Rng 1 / Acc 3 / Str 2 / Dmg 2

- Poison
- Poison
- 2 Damage

Special: Ambush, Strider

RATMEN
Warband Composition

The warband must have either 1 Rat Ogre (hero) model, or it must have the following models:
- 1 Warlock (hero)
- 1 Assassin

The warband must have 3 of the following in any combination:
- 0-3 Warriors
- 0-3 Spearmen

RATMEN

0 GET BACK IN THE FIGHT
Ratmen

Pick one friendly model that is standing on a starting hex on the friendly board. That model gets +1 speed.

May only be used once per rest turn.

1 STAB STAB STAB
Ratmen

Pick one friendly model, which deals +1 damage next time it makes a power action.

May only be used once per rest turn.

1 PUNGENT STENCH
Ratmen

One friendly model may push one adjacent enemy model, but may not move in its place.

1 EVASIVE MOVE
Ratmen

Pick one friendly model that used a rush action since your last rest turn. That model counts as having +2 evasion next time it is attacked.

2 CALL TO BATTLE
Ratmen

Pick one friendly model that was killed and place it on any unoccupied starting hex on the friendly board.

May only be used once per rest turn.

SEWER KING
Ratmen

Score this objective if your hero has killed an enemy model since your last rest turn.

1

DOMINATION
Ratmen

Score this objective if there are friendly models standing on all objectives on the board.

May only be used once per game.

2

ENDLESS RODENTS
Ratmen

Score this objective if two or more friendly models have been revived since the start of the game.

May only be used once per game.

2

HAVOC DWARVES

ABYSSAL KING ✷
Havoc Dwarves

🌙 1/2 🌙 8+ 🛡 10+ ⚡ 2 ❤ 8

Heavy Pick - Rending
Rng 1 / Acc 2 / Str 3 / Dmg 2

Pick Swing - Burst
Rng 1 / Acc 2 / Str 3 / Dmg 1

- 1 Fatigue
- 1 Damage
- 1 Glory

Special: Fearless

SLAVE DRIVER ✷
Havoc Dwarves

🌙 1/2 🌙 8+ 🛡 10+ ⚡ 2 ❤ 6

Whip Lash
Rng 2 / Acc 1 / Str 1 / Dmg 1

Whip
Rng 1 / Acc 2 / Str 1 / Dmg 1

- Push
- Shift
- 1 Glory

Special: Command, Fearless

WARRIOR
Havoc Dwarves

🌙 1/2 🌙 8+ 🛡 10+ ⚡ 2 ❤ 6

Pick
Rng 1 / Acc 2 / Str 3 / Dmg 2

- Push
- 1 Fatigue
- 1 Damage

Special: Fearless

SHOOTER
Havoc Dwarves

🌙 1/2 🌙 8+ 🛡 10+ ⚡ 2 ❤ 6

Shotgun
Rng 2 / Acc 2 / Str 2 / Dmg 2

Dagger
Rng 1 / Acc 1 / Str 1 / Dmg 2

- Shift
- 1 Fatigue
- 1 Damage

Special: Fearless

GROTESQUE
Havoc Dwarves

🌙 2/3 🌙 9+ 🛡 7+ ⚡ 3 ❤ 8

Claws - Burst
Rng 1 / Acc 2 / Str 2 / Dmg 1

- 1 Fatigue
- Poison
- 1 Damage

Special: Regeneration

HAVOC DWARVES
Warband Composition

The warband must have one of the following models:
- 0-1 Abyssal King (hero)
- 0-1 Slave Driver (hero)

The warband must have 2 of the following in any combination:
- 0-2 Warriors
- 0-2 Shooters

If the warband has a Slave Driver as its hero, then it must have 1 Grotesque model.

HAVOC DWARVES

0 ✪ SADISTIC FRENZY
Havoc Dwarves

Pick one friendly model that killed an enemy since your last rest turn. That model gets +1 speed.

May only be used once per rest turn.

1 ✪ BLOOD LUST
Havoc Dwarves

Pick one friendly model that killed an enemy since your last rest turn. That model doesn't take fatigue the next time it uses a power action.

1 ✪ ENDLESS SLAUGHTER
Havoc Dwarves

Pick one friendly model that killed an enemy since your last rest turn. That model deals +2 damage next time it attacks.

1 ✪ GORE SHIELD
Havoc Dwarves

Pick one friendly model that killed an enemy since your last rest turn. That model counts as having +2 evasion next time it is attacked.

2 ✪ ABYSSAL RESILIENCE
Havoc Dwarves

Remove 3 damage from one friendly model.

May only be used once per rest turn.

TO THE VICTOR...
Havoc Dwarves

Score this objective if two or more enemy models were killed since your last rest turn.

1

KEEP THEM BUSY
Havoc Dwarves

Score this objective if two or more friendly models are adjacent to a different enemy model.

May only be used once per game. **2**

ALL HAIL THE KING
Havoc Dwarves

Score this objective if all enemy models except for their hero have been killed.

May only be used once per game. **2**